

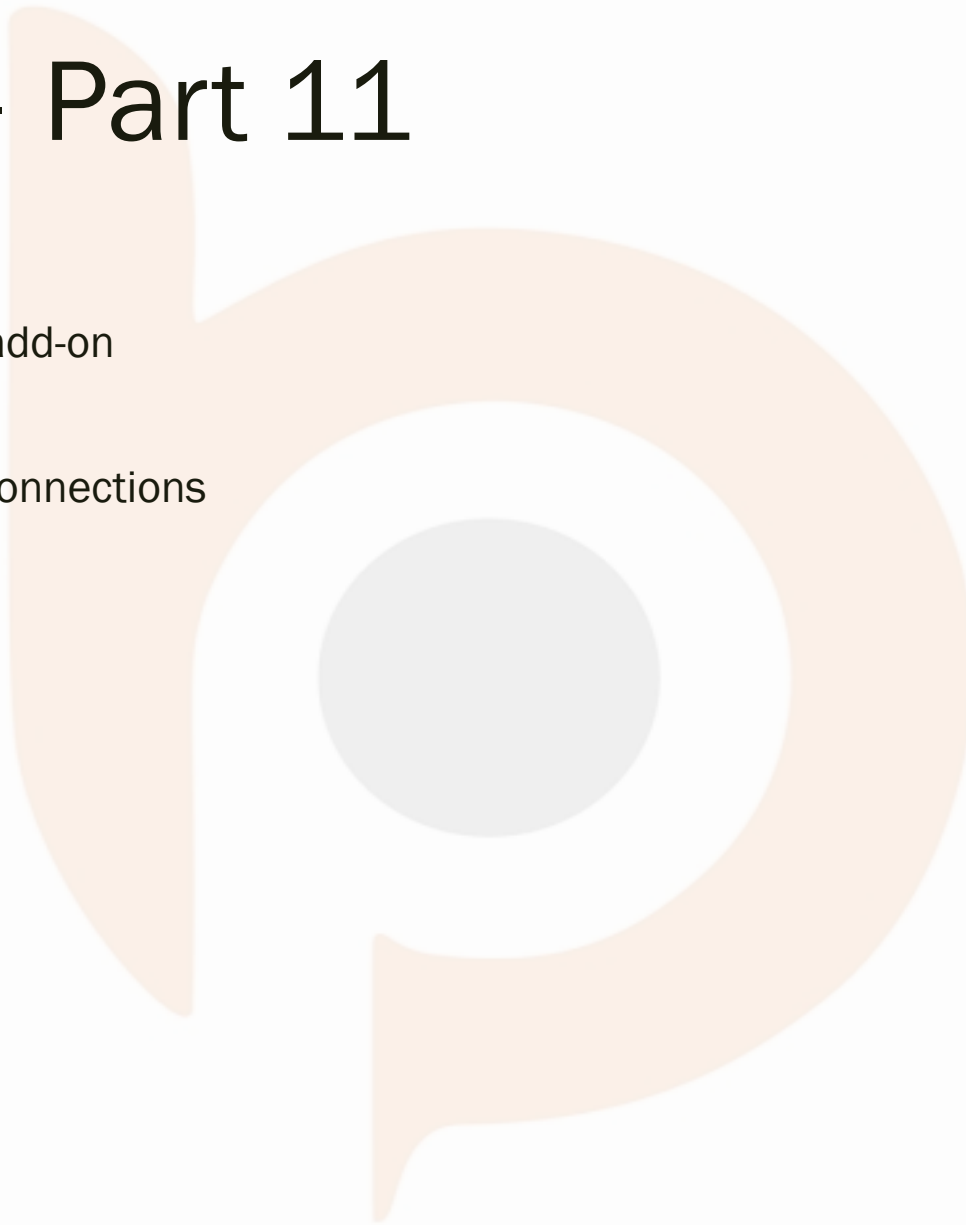


CREATING 3D ENVIRONMENTS

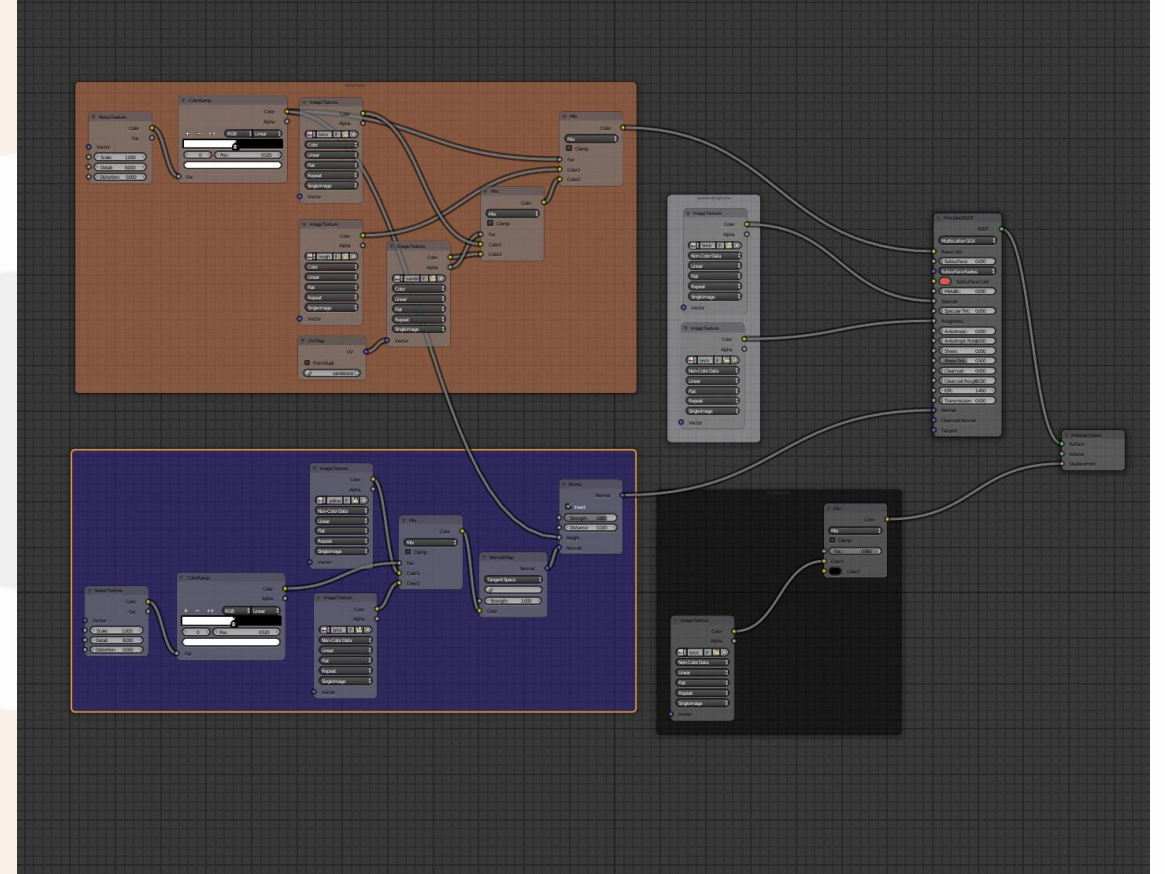
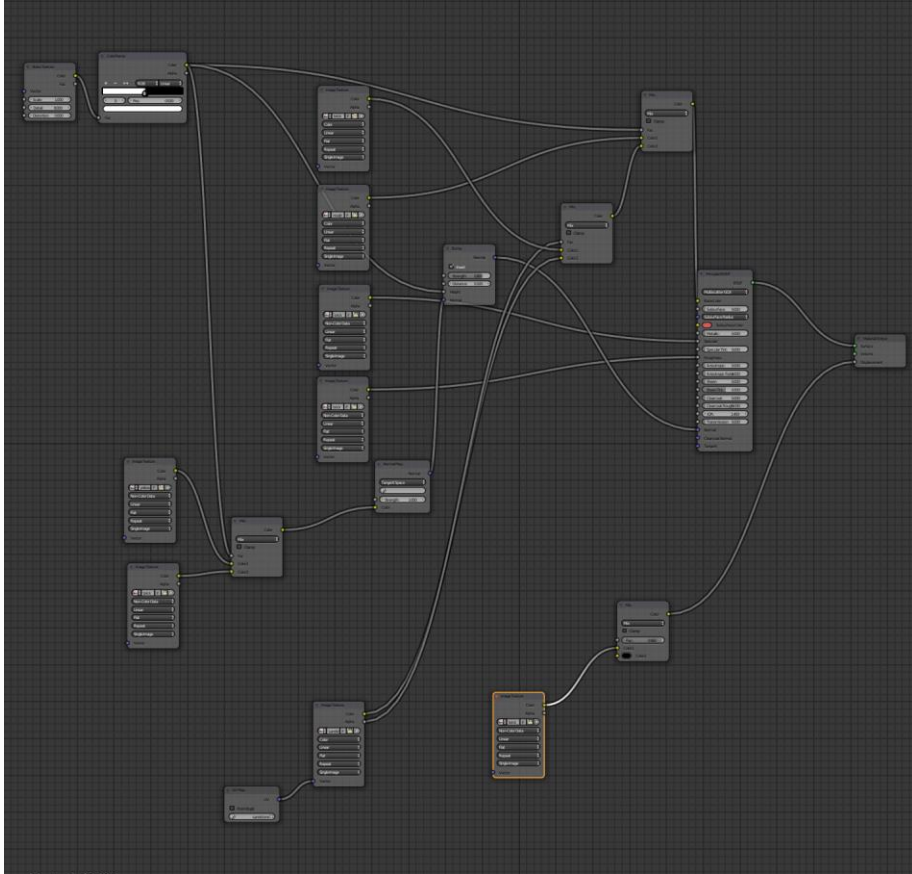
Blender Materials

Chapter 3 – Part 11

- Organizing your nodes
- Using the node wrangler add-on
- Quick node short keys
- Curvy and straight node connections
- Name your nodes
- Framing a group of nodes

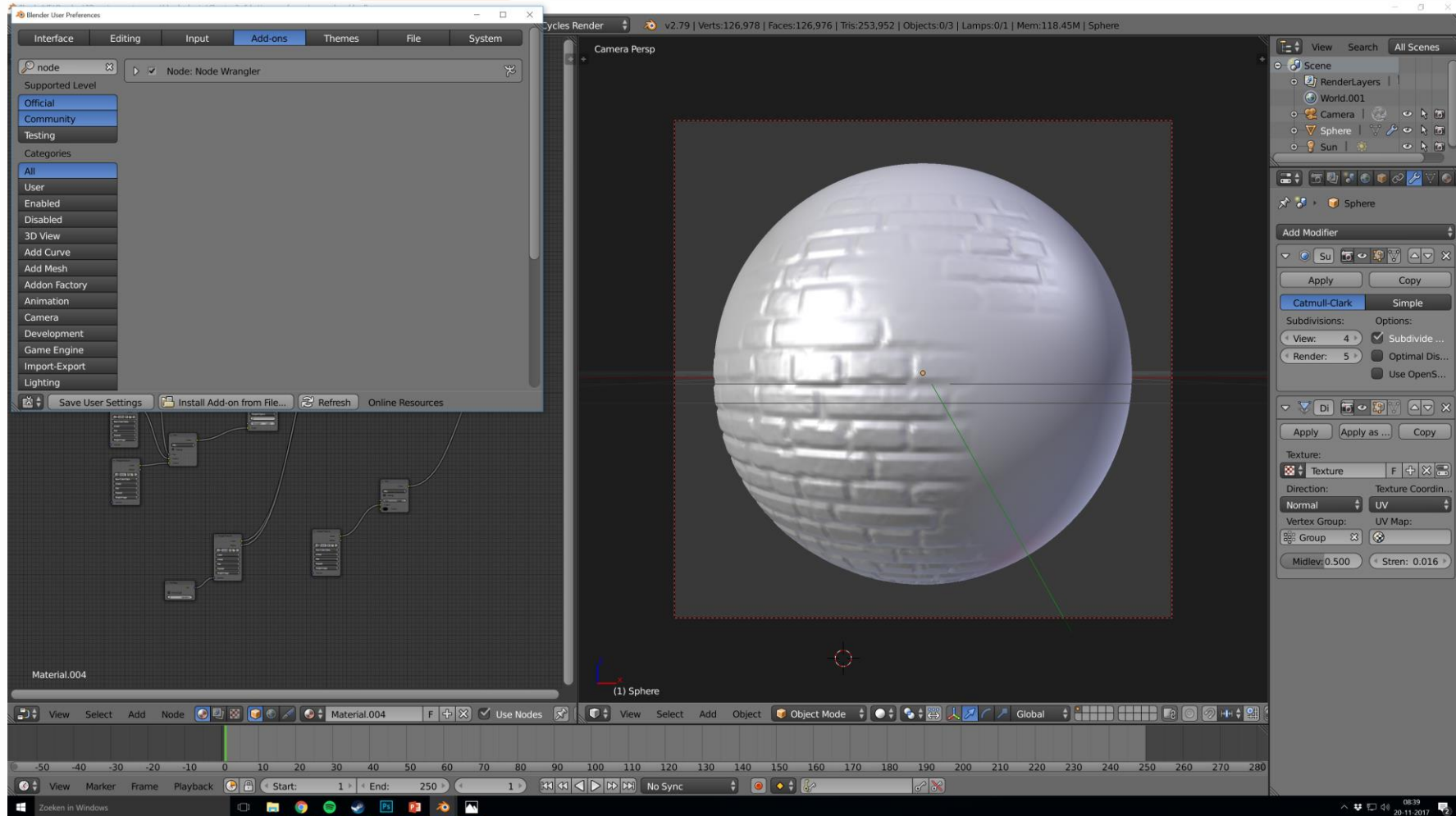


Organizing your nodes



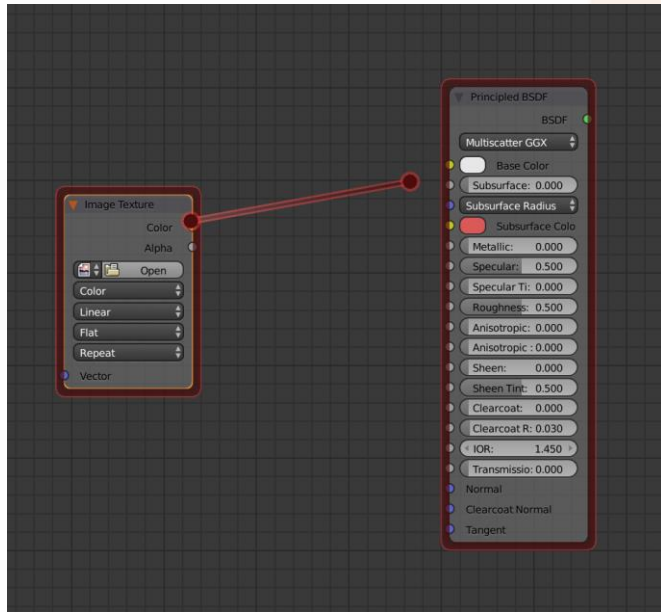
Faster navigation/control when organizing your node tree with the node wrangler add-on

Using the node wrangler add-on

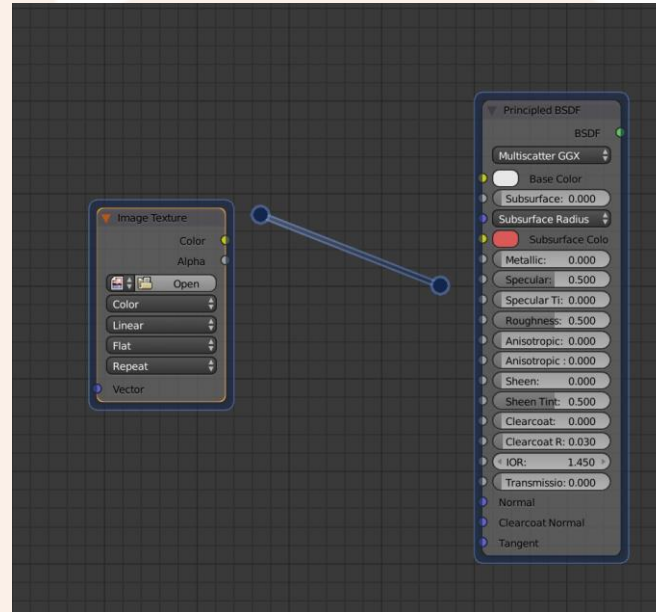


Activate the node wrangler in the add-ons menu.

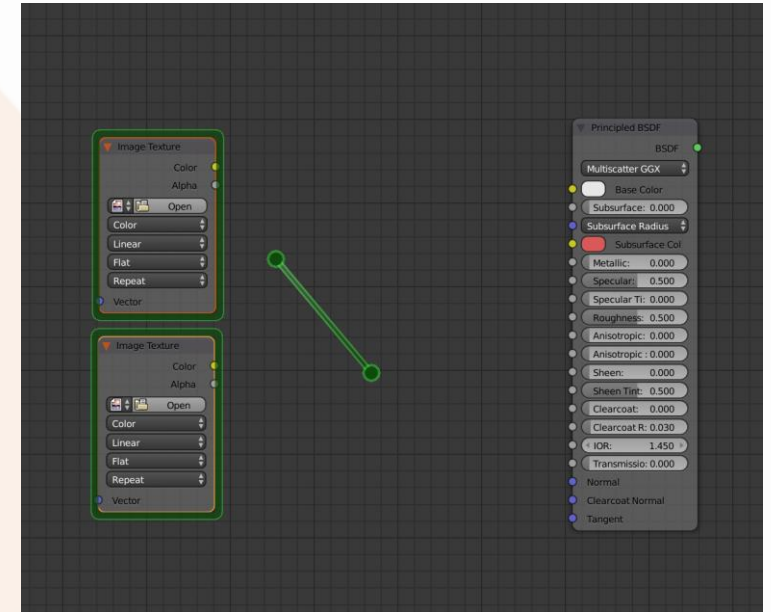
Quick node short keys



Connect (CTRL + RMB)



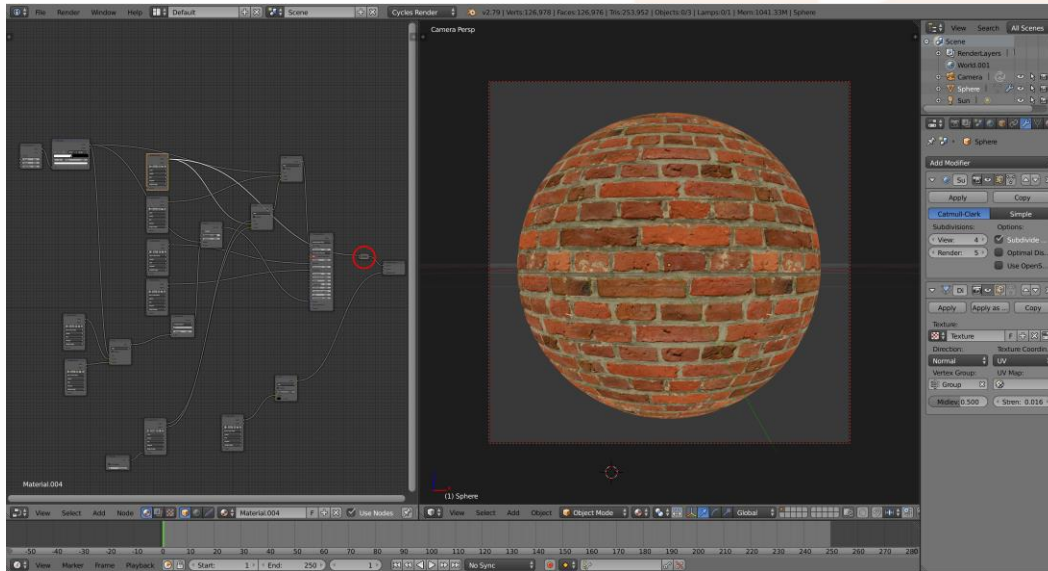
Connect and Menu (CTRL + shift + RMB)



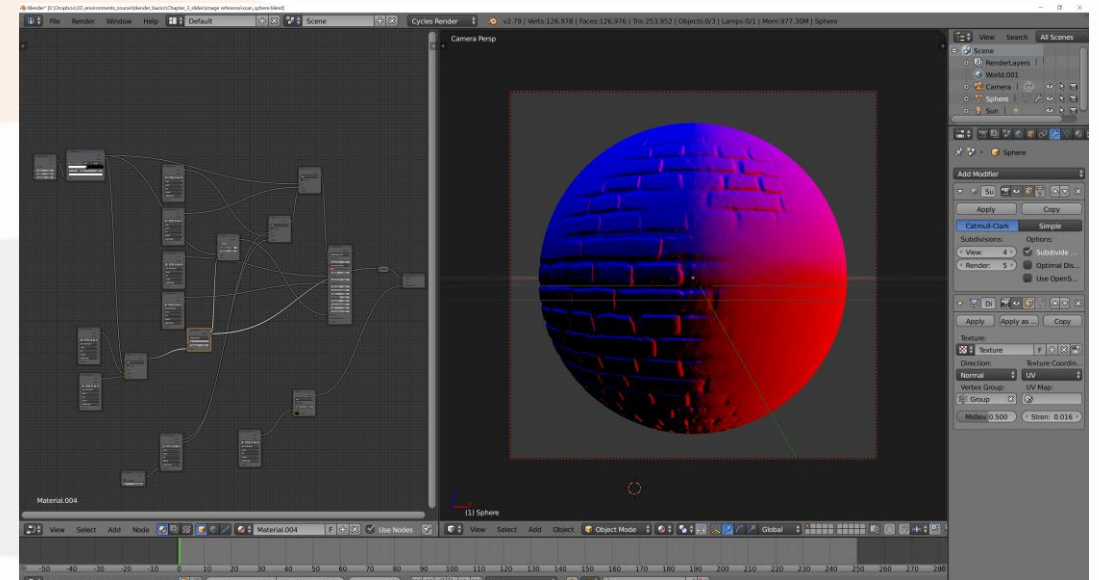
Adding a mix node: ALT + RMB

some quick node wrangler short keys to speed up your workflow

Quick viewer node



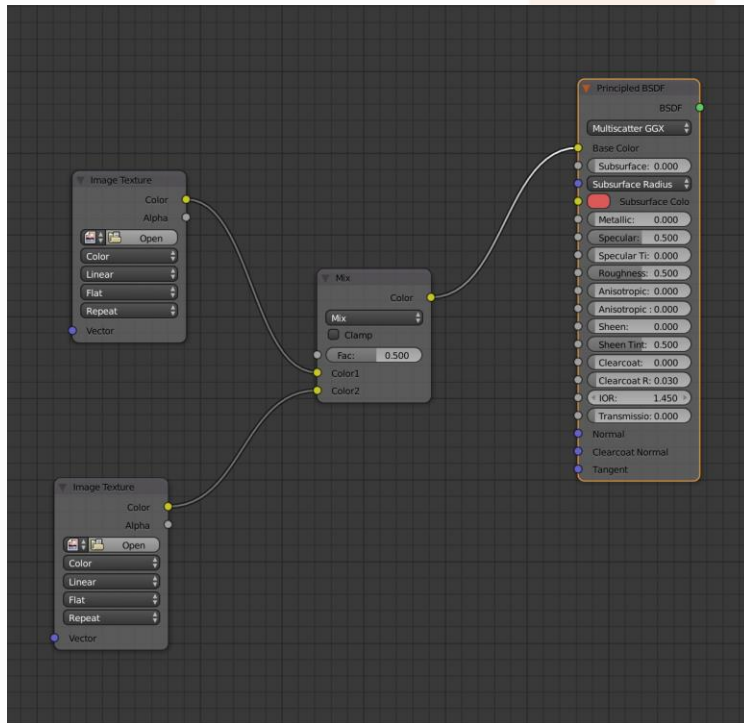
Press CTRL + Shift + LMB on your brick texture for a quick preview



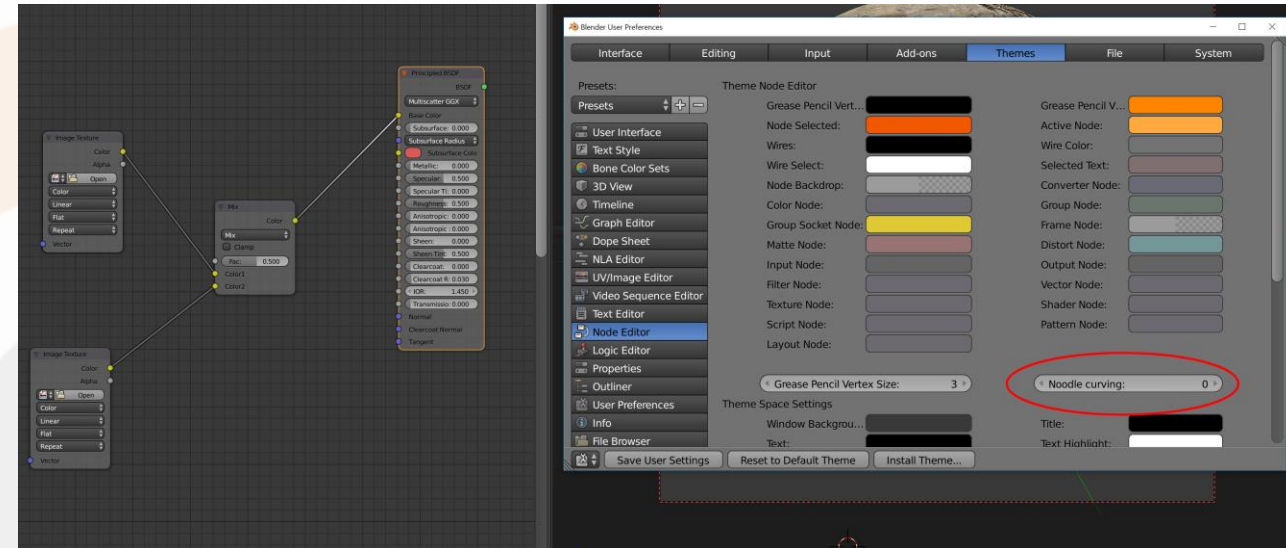
Press CTRL + Shift + LMB on a random node for a quick preview

Quick previews helps to see your material progression. To turn it off, press CTRL + Shift + LMB on the final shader

Second UV map

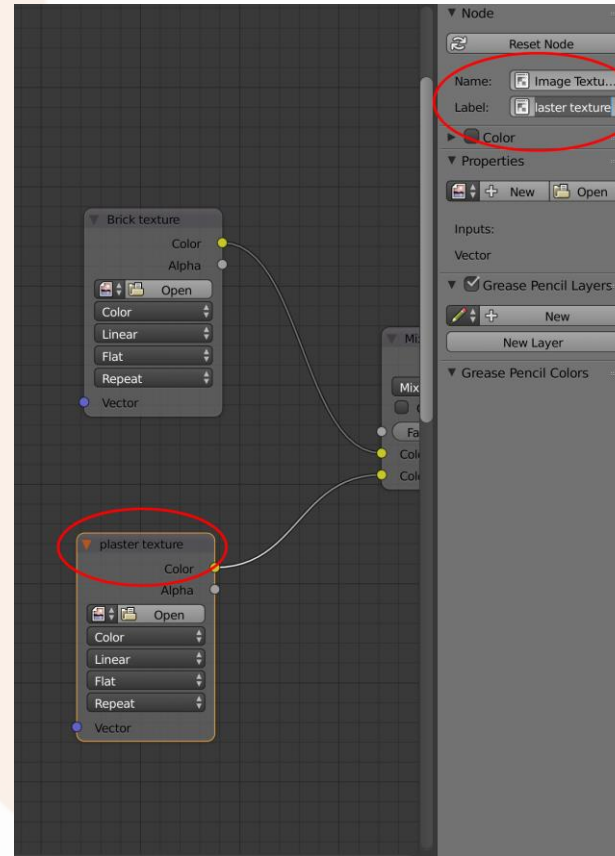


Default setup with curves



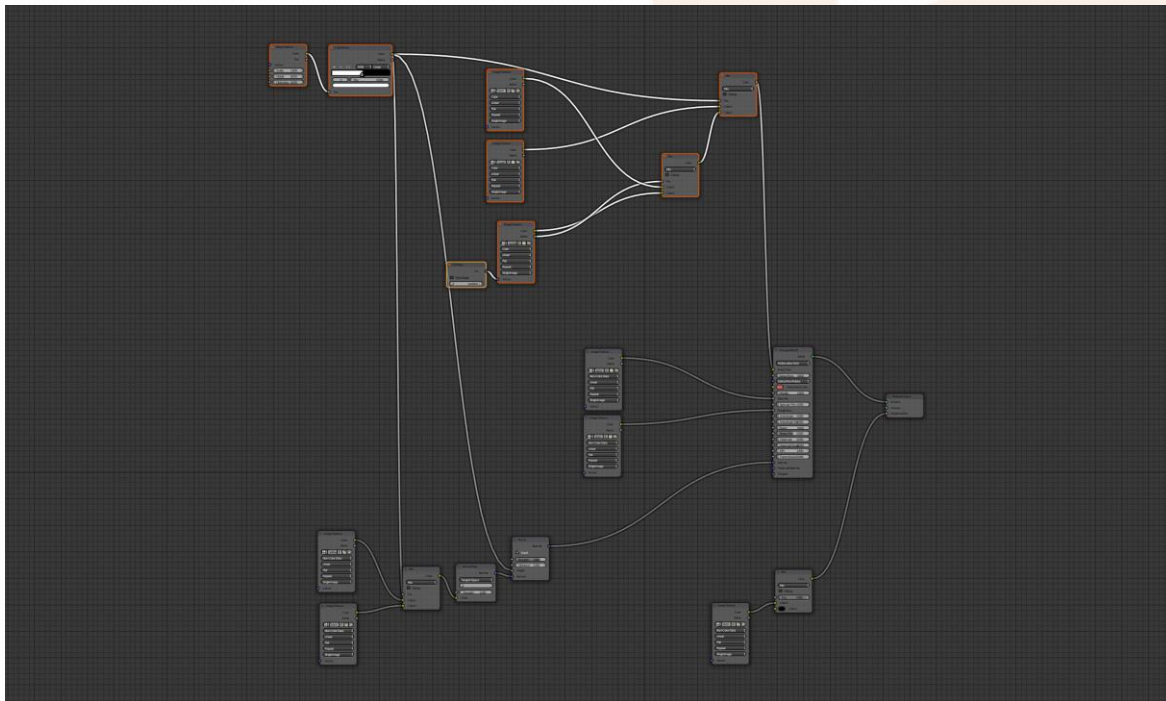
Reducing the curving in the node preference will add straight lines

Name your nodes

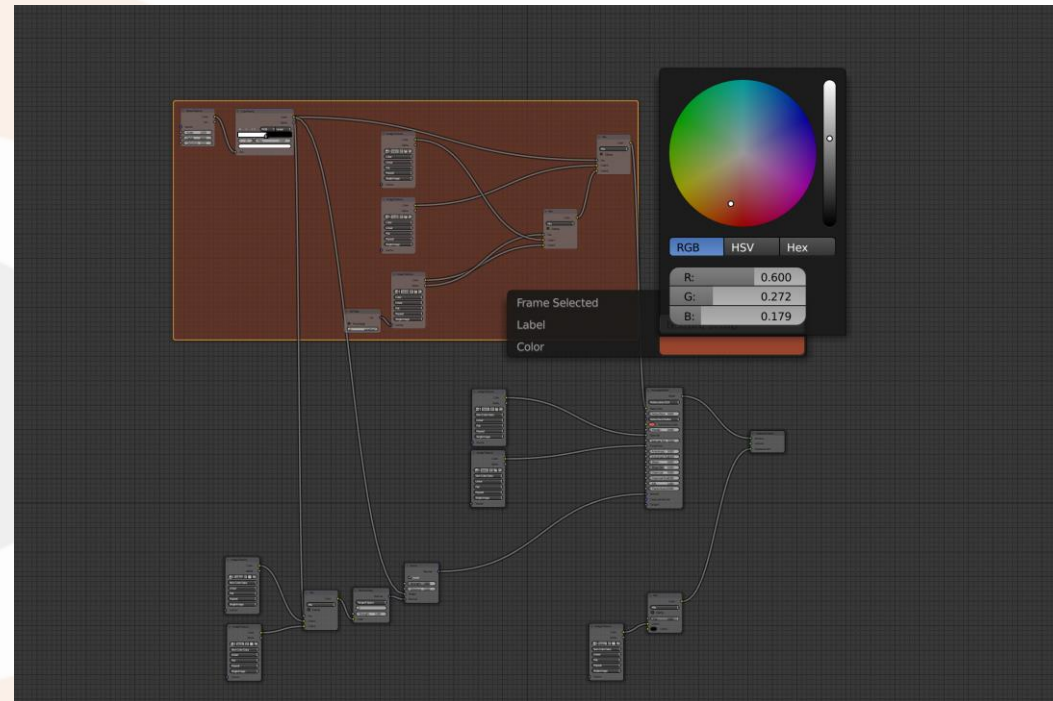


select a node and open the right pannel. You can pick you own node name by selecting the label and fill in a name you like

Adding node color frames



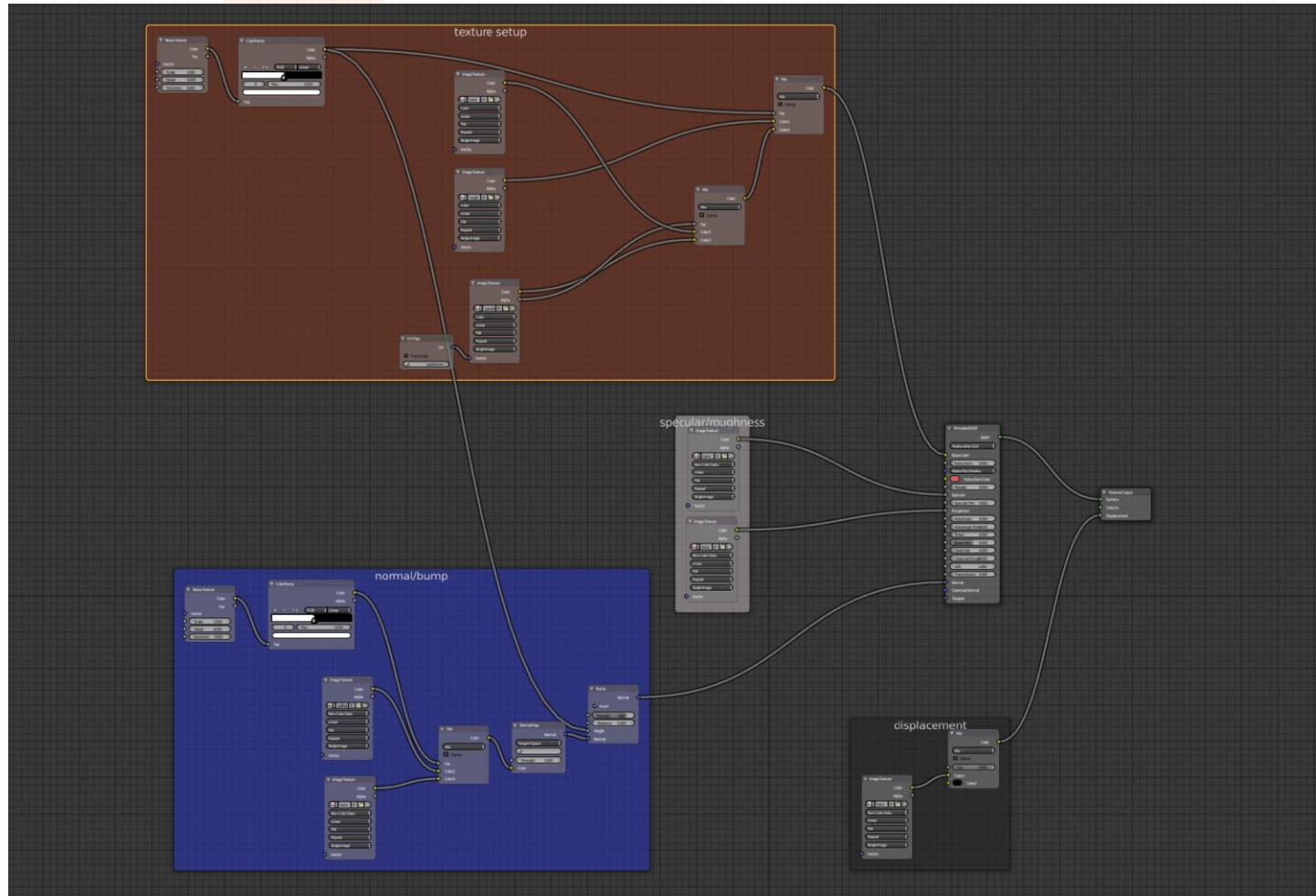
Drag (G key) the nodes that belong together to specific locations



Select all the nodes in the texture group and press Shift + P key you can name and color the frame by pressing F6

Before you frame the texture group, make a duplicate from the noise and color ramp, we can use this later to make a normal bump group.

Adding node color frames (2)



I use these colors to recognize the group. Red for textures, purple for normal bump, black for displacement and white for spec and gloss. Increase the font to make the group name visible. The color is standard black, you can change this in the node preference